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ANOTHER MEGA CREATION FROM THE BIT MAP BROTHERS












16 bit screen shots

From the moment that Captain Xod's face appeared out of the static on the communicator, you knew he was in trouble. As the only other Federation ship in the sector you had to go to his aid. You need to fight your way through sixteen zones, collecting essential supplies for the fleet. At the end of each sector you have a chance to refuel and restock but only after you have defeated the most vicious alien you have ever seen.

A strategic vertically scrolling shoot-em-up. You have the option of swapping between two very different craft, to suit the challenge facing you at the time; either a ground-based saucer or a well armed, and faster fighter aircraft.

A fast moving thinking man's shoot-em-up.

**FEATURES**

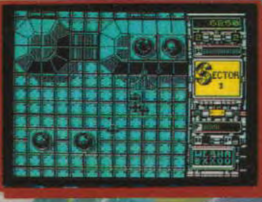
Extra weapons and defences that appear throughout the game.

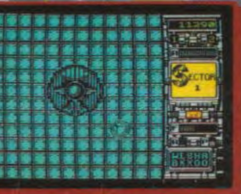
Digitised effects and speech on Atari ST and Amiga

Stunning graphics. Thoroughly addictive gameplay.

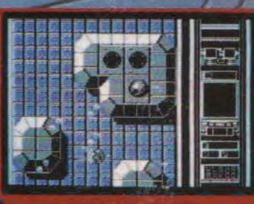
"16 bit-C+VG Game of the Month."

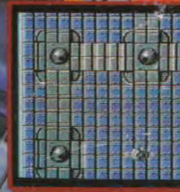
"Sinclair User Classic." "Your Sinclair Megagame."





Screen shots from Spectrum cassette version







Screen shots from CBM64 cassette version




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